

IN THE SPECIFICATION

Please amend the following paragraph at page 2, lines 2-13, as follows:

A graphics processor according to a first aspect of the present invention comprises a shading processing section which subjects pixel data to a shading process; a first path which permits map data and texture data output from a video memory to be input to the shading processing section; a second path which permits pixel data output from the shading processing section to be output to the video memory; and a third path which permits pixel data output from a pixel expanding section ~~and pixel data output from the video memory~~ instead of the above pixel data to be input to the shading processing section; and a fourth path which permits pixel data output from the video memory to be input to the shading processing section.

Please amend the following paragraph at page 2, line 26 to page 3, line 18, as follows:

A graphics card according to a third aspect of the present invention comprises a first connector which can be connected to an electronic device; a pixel expanding section which receives image display data via the first connector and expands the image display data into pixels to create pixel data; a shading processing section which subjects the pixel data to a shading process; a video memory; a first path which permits map data and texture data output from the video memory to be input to the shading processing section; a second path which permits pixel data output from the shading processing section to be output to the video memory; a third path which permits pixel data output from the pixel expanding section ~~and pixel data output from the video memory instead of the above pixel data~~ to be input to the shading processing section; a fourth path which permits pixel data output from the video memory to be input to the shading processing section; a D/A converter which converts a screen image output from the video memory into a video signal; and a second connector which can connect an output of the D/A converter to a display unit.

Please amend the following paragraph at page 4, lines 12 to page 5, line 3, as follows:

A graphics processing system according to a fifth aspect of the present invention comprises an interface bus which can be connected to a peripheral device; a CPU; a bus bridge connected to the interface bus and CPU; a pixel expanding section which receives image display data via the bus bridge and expands the image display data into pixels to create pixel data; a shading processing section which subjects the pixel data to a shading process; a video memory; a first path which permits map data and texture data output from the video memory to be input to the shading processing section; a second path which permits pixel data output from the shading processing section to be output to the video memory; a third path which permits pixel data output from the pixel expanding section ~~and pixel data output from the video memory instead of the above pixel data~~ to be input to the shading processing section; a fourth path which permits pixel data output from the video memory to be input to the shading processing section; and a D/A converter which converts pixel data output from the video memory into a video signal.